

4)What problems are you running into when animating and capturing your exercises?

The main problem I am having now is my computer is not recognizing the camera. I even switched out USB ports and can't get my MAC to connect to it. iGlasses and TV Paint can't find the camera. (See attached screen shot.)

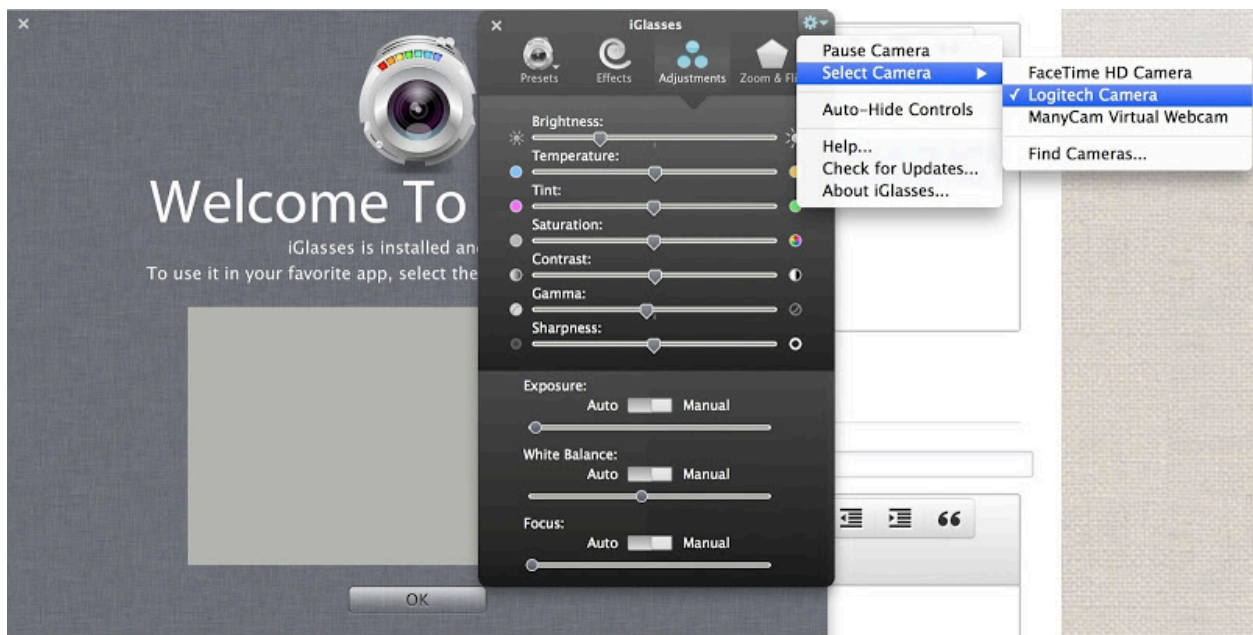
UPDATE! I figured it out, first I downloaded an update to iGlasses and then restarted my computer. Now it recognizes the camera. Problem solved! :)

Hi, Rene,

I'm glad you were able to solve the problem with iGlasses not recognizing your webcam.

Sometimes what happens is that the internal Facetime webcam will try to over-ride any other webcams , so you have to manually switch the camera from Facetime to Logitech webcam , although that doesn't seem to have been the case here . For some reason iGlasses wasn't recognizing the Logitech camera at first, but fortunately a simple update and restart fixed it.

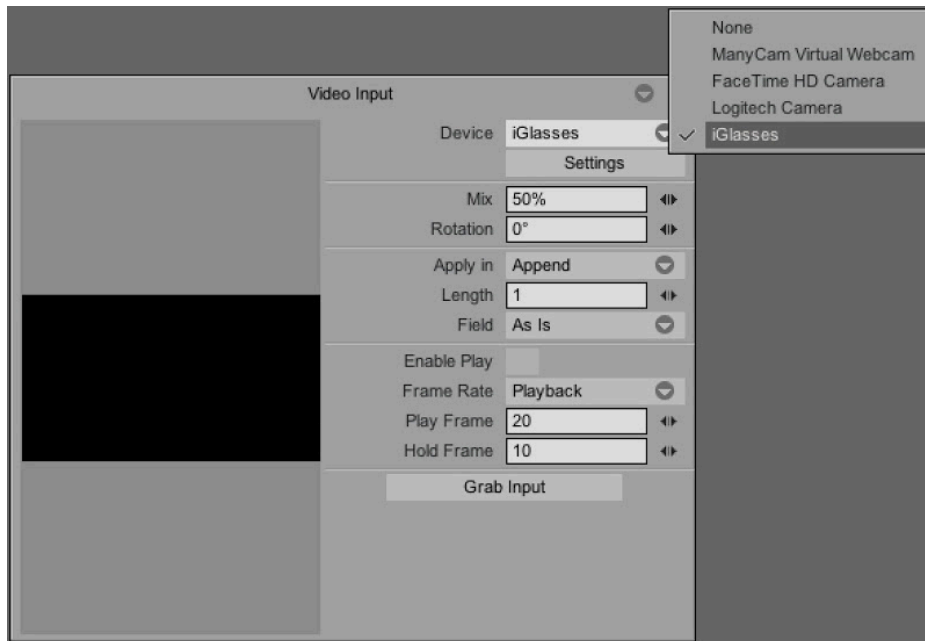
The best way to start using iGlasses is to start up iGlasses *first* , select the camera in the iGlasses preferences (in this case select Logitech camera) , then with iGlasses still running in the background start up TVPaint and open the Video Input panel from *Windows > Animation > Video In Settings*.



Just in case this issue comes up for you or anyone else , I want to mention that something else that sometimes throws people off is that when they first go into the *TVPaint Video-Input panel* to select the input Device they see both "*iGlasses*" and "*Logitech camera*" (and "*Facetime camera*") as choices and it can be confusing because intuitively you would think that the choice should be "*Logitech camera*" , but in fact if you're running the Logitech webcam through iGlasses (to be able to manually control the webcam's exposure/white balance/focus, etc.) then you need to select "*iGlasses*" as the input Device.

So it should look like this to select "iGlasses" as the input device:

(this is for **TVPaint** running in **64bit mode**)-



(if you're **running TVPaint in 32bit mode** , then the Device will be "MovieGrabber" , then click on the "Settings" button underneath Device , and in the Source tab of the Video Settings select iGlasses as the source input device) -

